HOMENET PLANNER

USER MANUAL

5TH SEP 2012

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Date	**Name**	**Version**
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Remarks: Added Section 5 on the Testing Button		
Date	**Name**	**Version**
5 Sep 2012	User Manual	1.27
Remarks: Added performance test function.		
Date	**Name**	**Version**
Remarks:		
Date	**Name**	**Version**
Remarks:		
Date	**Name**	**Version**
Remarks:		

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1. Managing a Project

1.1. Create a New Project

a) Select File->New Project from the Menu or press CTRL+N.

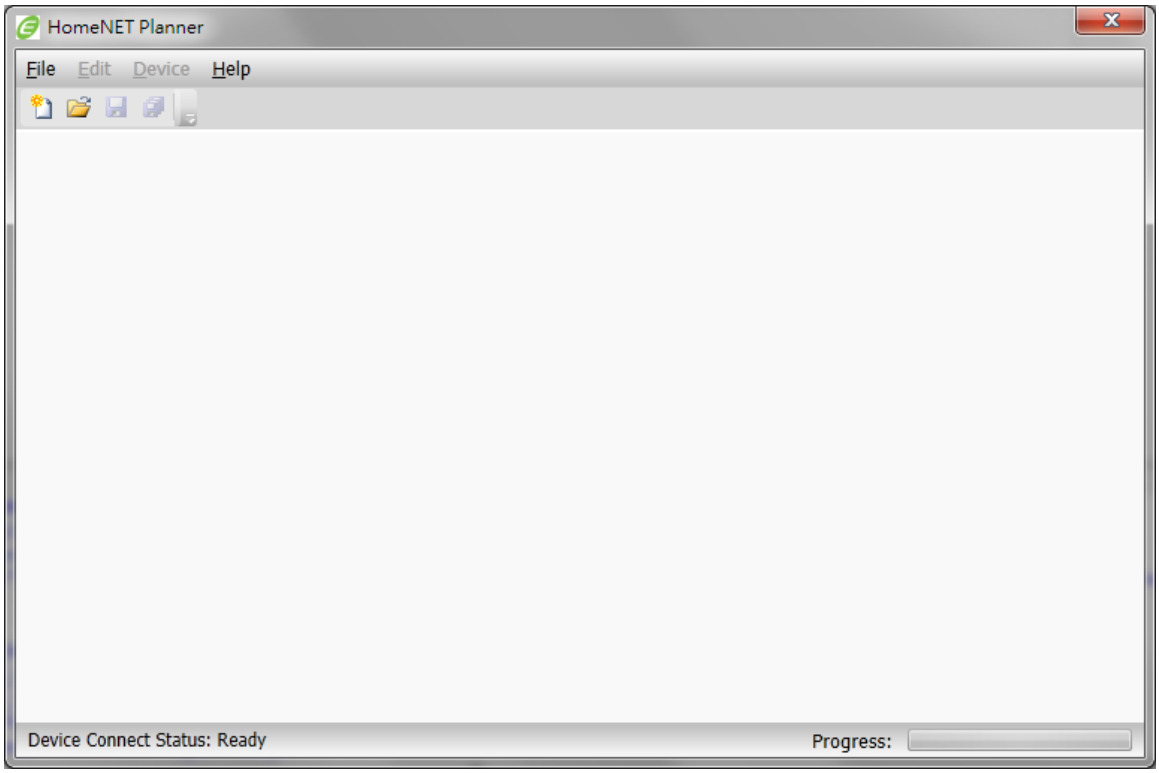

Figure 1 - Home Screen

b) Fill out all the fields and press OK.

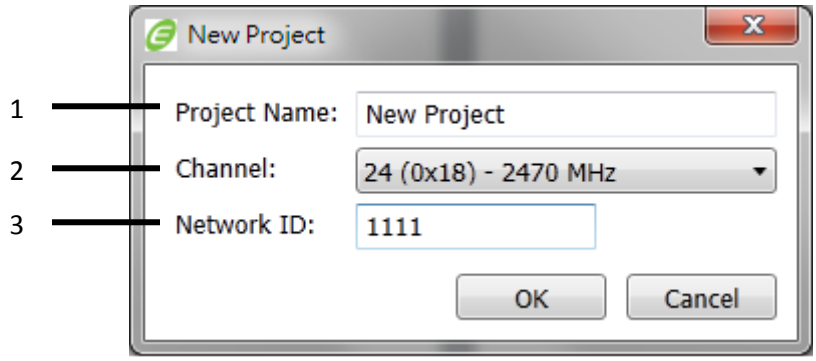

Figure 2 - Create New Project

Table 1 - Create New Project Screen Explanation

Key	Description
1	A name given to the new Project.
2	The channel that will be set for the Network, from the range of 11 to 26.
3	ID of the Network. This should be unique for every different Network.

c) A new Project has been created. The initial screen displays the empty Device List.

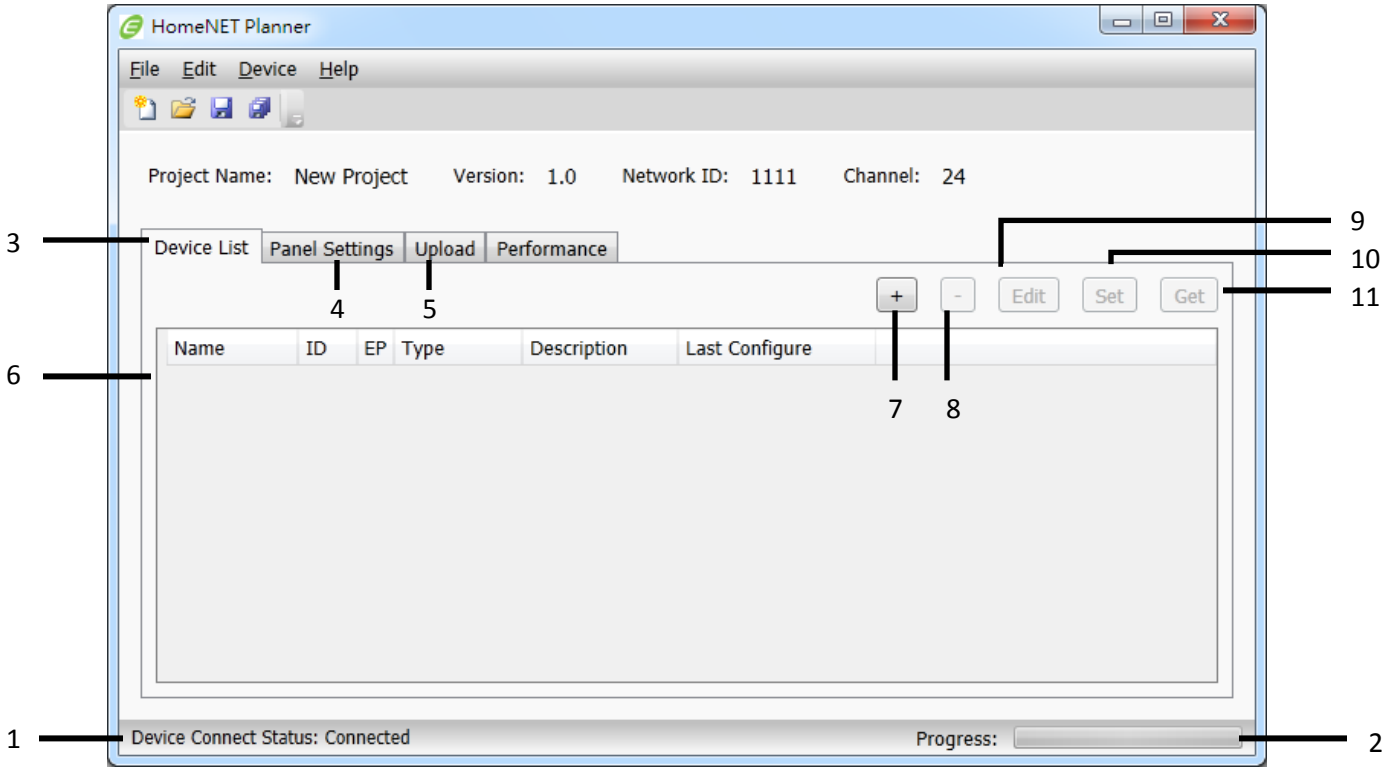

Figure 3 – Device List Screen

Table 2 - Device List Screen Explanation

Key	Description
1	USB Dongle Connection Status. Ready or Connected.
2	Progress Bar indicating when communication is in progress.
3	Device List Tab. All Devices are displayed in the Table marked as Key 6.
4	Panel Settings Tab. All Panels are displayed in the Table marked as Key 6.
5	Upload Table. CG100BS and CG100CR Devices are displayed in the Table marked as Key 6.

6	Table that displays all the Devices added to the current Project.
7	Add Button. This is used for adding a new Device into the Device List.
8	Delete Button. This is used for deleting a Device from the Device List.
9	Edit Button. This is used for editing the information of an existing Device in the Device List.
10	Config Button. This is used for configuring a Device's network information.
11	Get Button. This is used for retrieving a Device's network information.

1.2. Edit Project Settings

a) Select Edit->Edit Project Settings from the Menu.

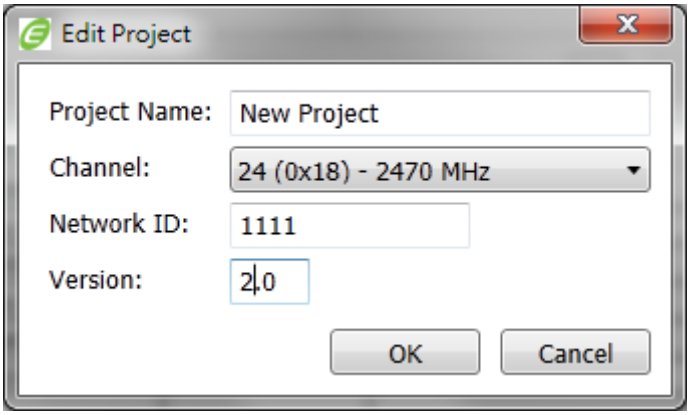

Figure 4 - Edit Project Settings

Table 3 - Edit Project Settings Screen Explanation

Key	Description
1	A name given to the new Project.
2	The channel that will be set for the Network, from the range of 11 to 26.
3	ID of the Network. This should be unique for every different Network.
4	A Version of the Project for own reference.

b) Press Okay to confirm the changes.

NOTE: If the Channel or Network ID is modified while a USB Dongle is already connected, ensure that it is reconnected by disconnecting first and then connecting again.

1.3. OPEN PROJECT

a) Select File->Open from the Menu or press CTRL+O to open a project file. If the Project file cannot be opened, a message box will be displayed indicating the error.

1.4. SAVE PROJECT

a) Select File->Save from the Menu or press CTRL-S to save the current project. If the project has not previously been saved, a dialogue will be displayed for giving the project a name and the location to save it.

2. Device Management

2.1. Adding Devices to Project

a) Click the "+" Button when the "Device List" Tab is selected to bring up the "Add Device Screen". The Screen can also be brought up by selecting Edit->Add Device from the Menu.

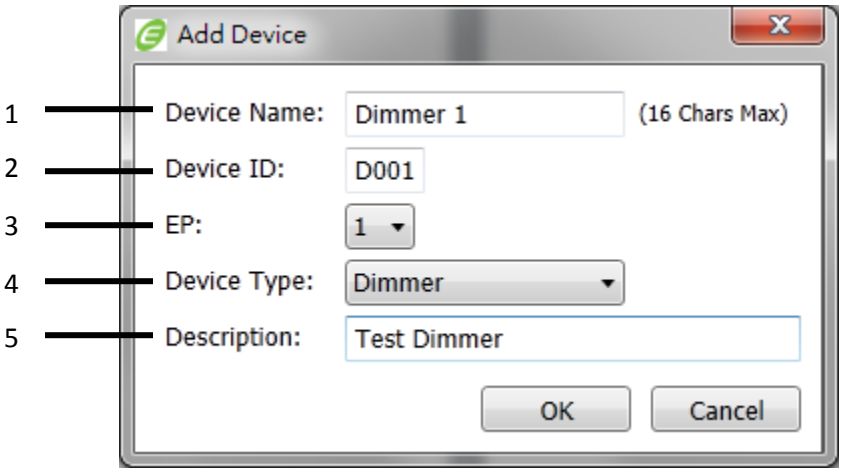

Figure 5 - Add Device Screen

Table 4 - Add Device Screen Explanation

Key	Description
1	Name of the new Device.
2	A unique ID for the Device.
3	The End Point of the Device (1 or 2).
4	The Device Type. The available Types are: Control Devices (Switch, Socket, Dimmer, Curtain) Panel Devices (CG100H4, CG100H4-MD, CG100H8, CG100H8-MD, CG100S1-PANEL, CG100S2-PANEL) Controllers (CG100BS, CG100CR) Remote (CG100R2) Automator (CG100AT)
5	An optional Description of the Device for own reference.

b) Click OK to see the newly added Device.

NOTE: A Device must not have the same combination of Device ID and EP as any other existing Device in the Device List.

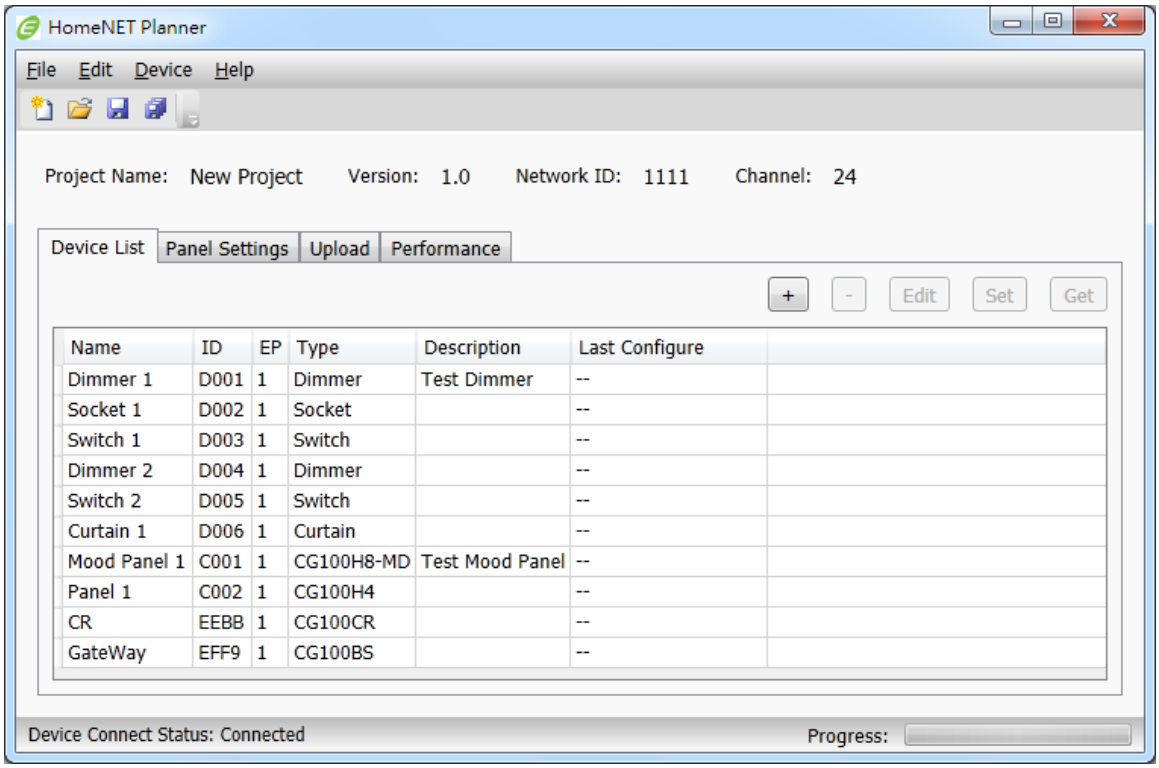
HomeNET Planner
File Edit Device Help
Project Name: New Project Version: 1.0 Network ID: 1111 Channel: 24
Device List Panel Settings Upload Performance
+ - Edit Set Get
Name ID EP Type Description Last Configure
Dimmer 1 D001 1 Dimmer Test Dimmer --
Socket 1 D002 1 Socket --
Switch 1 D003 1 Switch --
Dimmer 2 D004 1 Dimmer --
Switch 2 D005 1 Switch --
Curtain 1 D006 1 Curtain --
Mood Panel 1 C001 1 CG100H8-MD Test Mood Panel --
Panel 1 C002 1 CG100H4 --
CR EEBB 1 CG100CR --
GateWay EFF9 1 CG100BS --
Device Connect Status: Connected
Progress:

Figure 6 - Newly Added Devices

2.2. Editing Devices

a) Select a Device from the Device List.
b) Once a Device has been selected, the “Edit” Button will become enabled.
c) Click the “Edit” Button to bring up the “Edit Device Screen”.

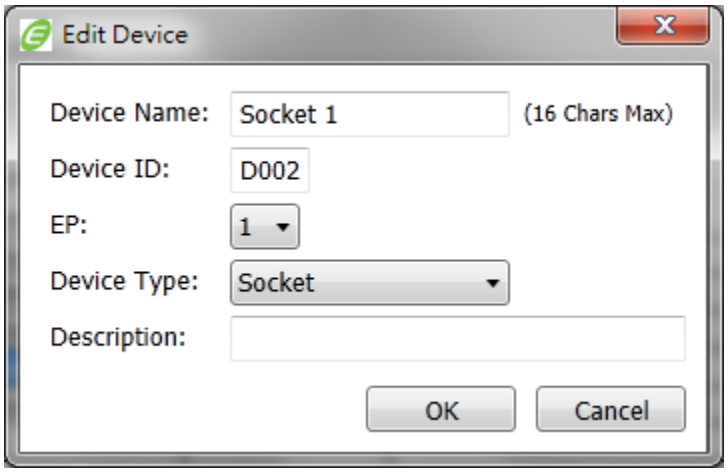

Figure 7 - Edit Device Screen

d) Press OK to confirm the changes.

NOTE: A Device must not have the same combination of Device ID and EP as any other existing Device in the Device List.

2.3. Deleting Devices

a) Select a Device from the Device List.
b) Once a Device has been selected, the "-" Button will become enabled.
c) Click the "-" Button to delete the Device.

2.4. Configuring a Device

a) Connect a USB-To-COM to a USB-Port and a Device.
b) Select a Device from the Device List; this will enable the "Config" button.
c) Click the "Config" Button. The Progress Bar will begin moving to indicate that communication is now in progress.
d) If the configuration was successful, a message box will pop up displaying "Config Success".

2.5. GET A DEVICE'S STATUS

a) Connect a USB-To-COM to a USB Port and a Device.
b) Click the "Get" button. The Progress Bar will begin moving to indicate that communication is now in progress.
c) If successful, the "Get Device Screen" will be displayed.

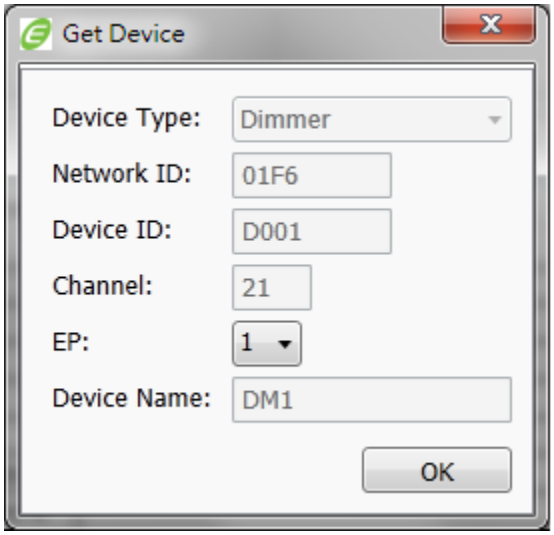

Figure 8 - Get Device Screen

a) Click OK to exit the screen.

3. PANEL SETTINGS MANAGEMENT

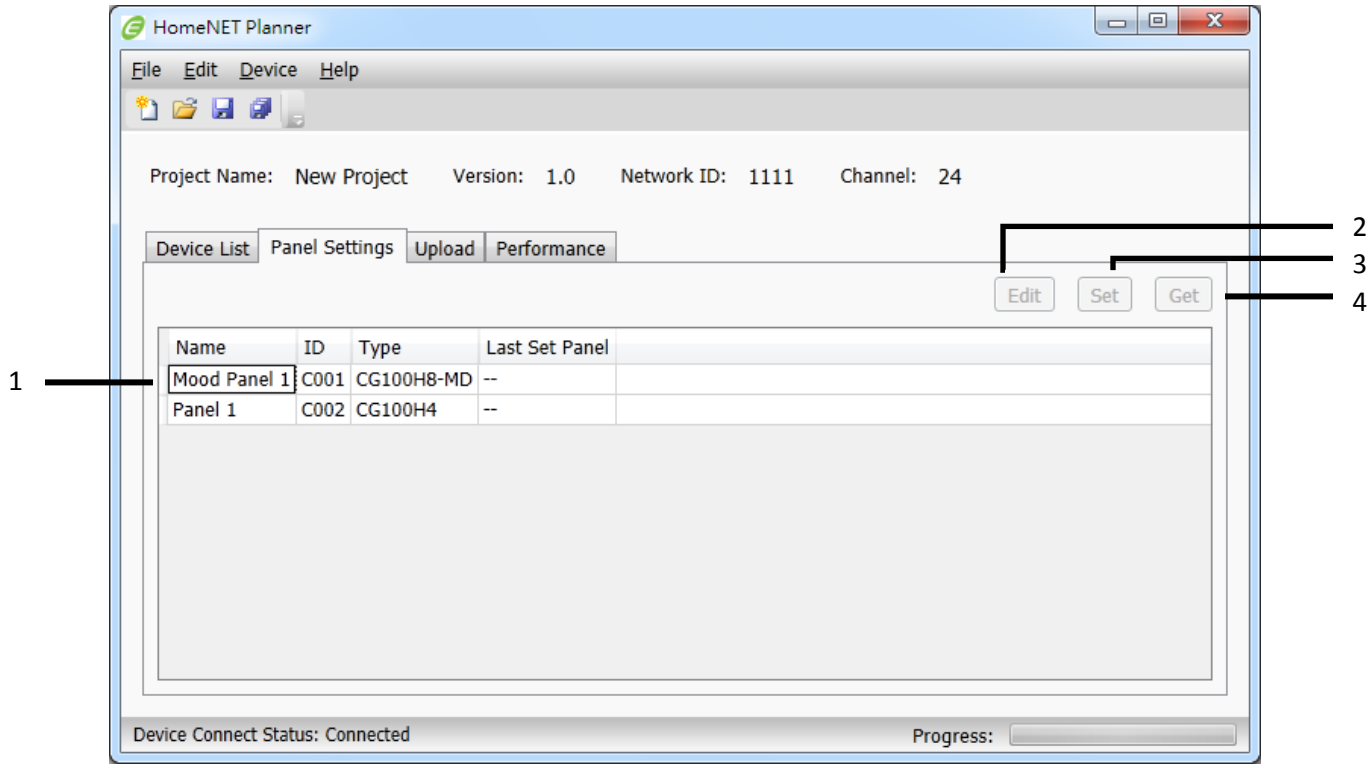

Figure 9 - Panel Settings Screen

Table 5 - Panel Settings Screen Explanation

Key	Description
1	Table containing all the "Panels" that were added in the Device List.
2	Edit Button. This is used for editing the settings for an existing Panel.
3	Set Button. This is used for configuring a Panel's settings.
4	Get Button. This is used for retrieving a Panel's settings.

3.1. EDITING PANEL SETTINGS

a) Select a Panel from the Panel List and click the “Edit” Button.

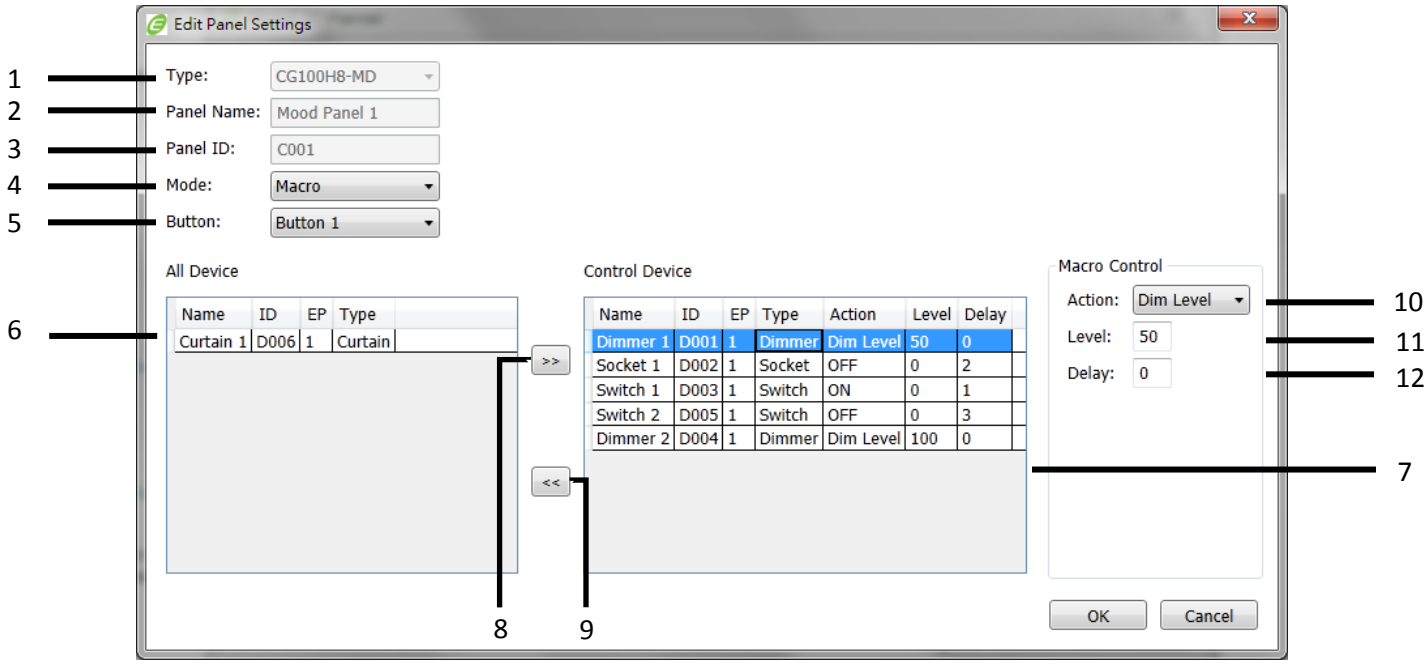

Figure 10 - Edit Panel Settings Screen

Table 6 - Edit Panel Settings Screen Explanation

Key	Description
1	Type of Panel (CG100H4, CG100H4-MD, CG100H8, CG100H8-MD, CG100S1-PANEL, CG100S2-PANEL)
2	Name of Panel.
3	A unique ID for the Panel.
4	Mode of the Panel. (Toggle, Curtain and Macro).
5	Buttons for the Panel.
6	A list of all Devices that have been added to the current Project.
7	A list of all Devices that have been added to the currently selected Button (Key 5).
8	Move a selected Device from the “All Device” list to the “Control Device” list.
9	Move a selected Device from the “Control Device” list back to the “All Device” list.
10	Action for the Device.
11	Level for the Device.
12	Delay for the Device in Seconds.

b) Choose a Button to add Devices to.
c) Choose a Mode for the Button (Toggle, Curtain or Macro).

NOTE: CG100S1-PANEL, CG100S2-PANEL, CG100H4, CG100H8, Panels only support the Toggle Mode.

d) Select a Device from the All Device list to move into the Button's Control Device List.
e) Press the >> Button. The Device should now be seen in the Control Device List.

NOTE: In Toggle Mode – Only Socket/Switch/Dimmer Devices can be moved
In Curtain Mode – Only Curtain Devices can be moved
In Macro Mode – Any Devices can be moved

f) If a Device is no longer required to be in the Control Device List, select it and press the << Button.
g) If the Mode selected is Macro, then the "Macro Control" box is displayed at the right of the screen. If not, then this box will be hidden.

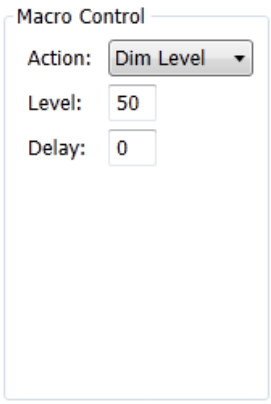

Figure 11 - Macro Control

h) Select a Device in the Control Device List to show its current Macro Control status.
i) Choose an Action, Level and Delay. Press Enter in the Text Box and ensure the value has changed accordingly in the Control Device List.

NOTE: For Switch and Socket – Only ON/OFF Actions
For Dimmer – Only Dim Level Action.
For Curtain – Only Blind Up/Blind Down Actions.

Level is used for Dim Level only. (1 -100)

j) Repeat Steps a) to i) for all Buttons.
k) Press OK to confirm the changes.

3.2. Configuring a Panel's Settings

a) Plug in a USB Dongle to a USB Port.
b) Select Devices->Connect or press CTRL+SHIFT+C to connect to the USB Dongle.
c) Select a Panel from the Panel Settings List. This will enable the "Config" Button.
d) Click the "Config" Button. The Progress Bar will begin moving to indicate that communication is now in progress.
e) If the configuration was successful, a message box will pop up displaying "Config Success".

3.3. Get a Panel's Settings

a) Plug in a USB Dongle to a USB Port.
b) Select Devices->Connect or press CTRL+SHIFT+C to connect to the USB Dongle.
c) Select a Panel from the Panel Settings List. This will enable the "Get" Button.
d) Click the "Get" Button. The Progress Bar will begin moving to indicate that communication is now in progress.
e) If successful, a "Get Panel Settings" window will be displayed.

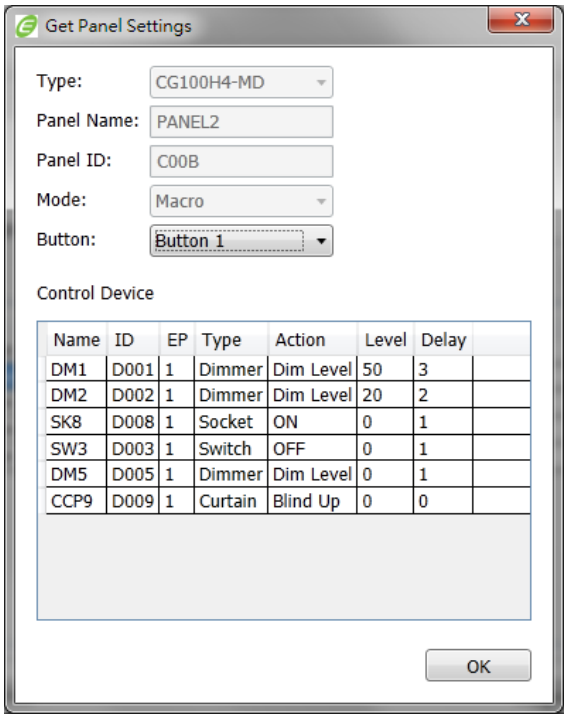

Figure 12 - Get Panel Settings Screen

f) Press OK to exit the screen.

4. UPLOADING DEVICE LIST

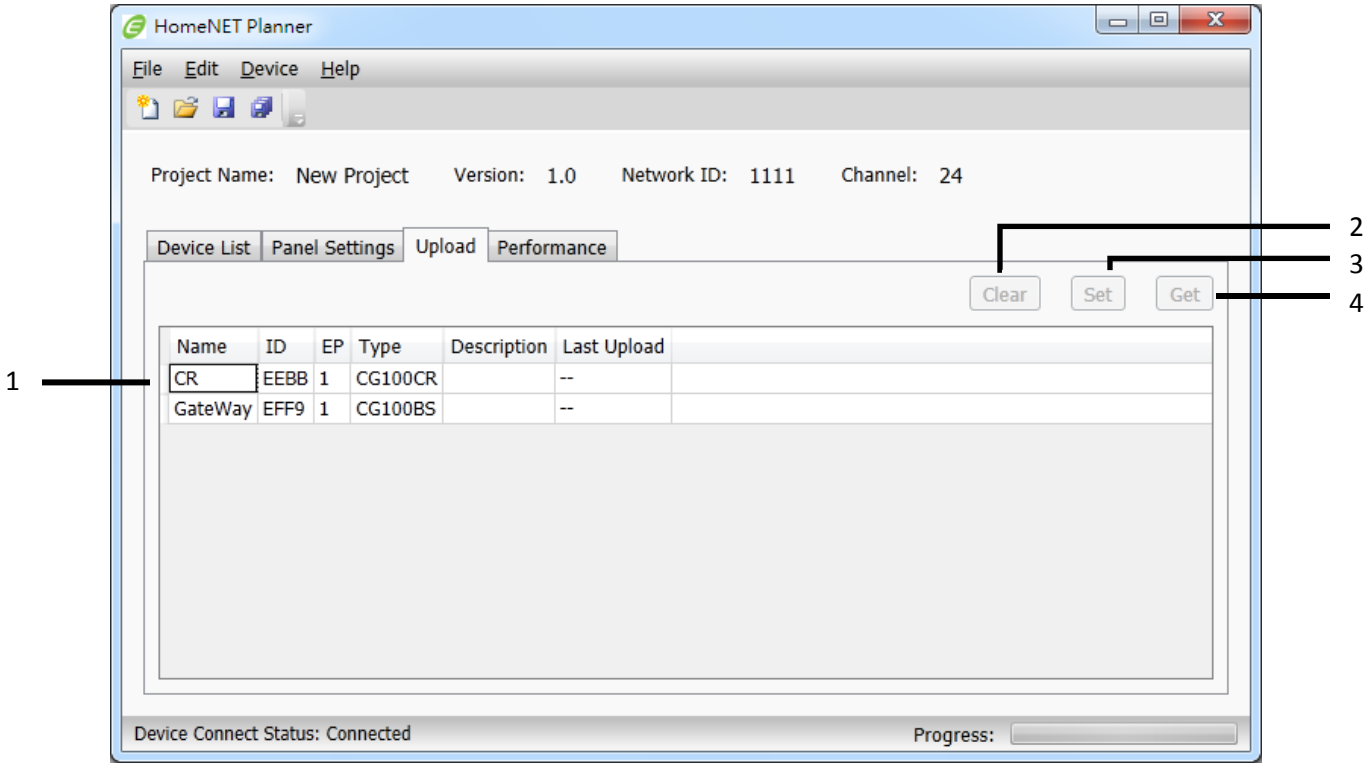

Figure 13 - Upload Devices Screen

Table 7 - Upload Device Screen Explanation

Key	Description
1	Table containing all the "Controllers" that were added in the Device List.
2	Clear Button. This is used for clearing the Device List in a Controller.
3	Set Button. This is used for uploading the Device List in the project to the selected Controller.
4	Get Button. This is used for retrieving the Device List that is stored in a Controller.

4.1. CONFIGURE CONTROLLER

a) To upload a Device List to the CG100BS, the Device ID must first be configured (See Section 2.4 for instructions on how to Configure a Device).
b) To upload a Device List to the CG100CR, the Network Information must first be correctly set. Please refer to the User Manual of the CG100CR for instructions on how to configure its Network Information.

4.2. SET DEVICE LIST TO CONTROLLER

a) Connect a USB Dongle to a USB Port. Ensure that no other USB-To-COM is connected to any other device.
b) Select Devices->Connect from the Menu or press CTRL+SHIFT+C to connect to the USB Dongle.
c) If successful, the Device Connect Status will change from Ready to Connected. If unsuccessful, a message box will be displayed indicating the error.
d) Click the “Set” Button. The Progress Bar will begin moving to indicate that communication is now in progress.
e) If successful, a message box will pop up displaying “Upload Success”.

4.3. GET DEVICE LIST FROM CONTROLLER

a) Connect a USB Dongle to a USB Port. Ensure that no other USB-To-COM is connected to any other device.
b) Select Devices->Connect from the Menu or press CTRL+SHIFT+C to connect to the USB Dongle.
c) If successful, the Device Connect Status will change from Ready to Connected. If unsuccessful, a message box will be displayed indicating the error.
d) Click the “Get” Button. A Get Device List window will open to display the current progress.

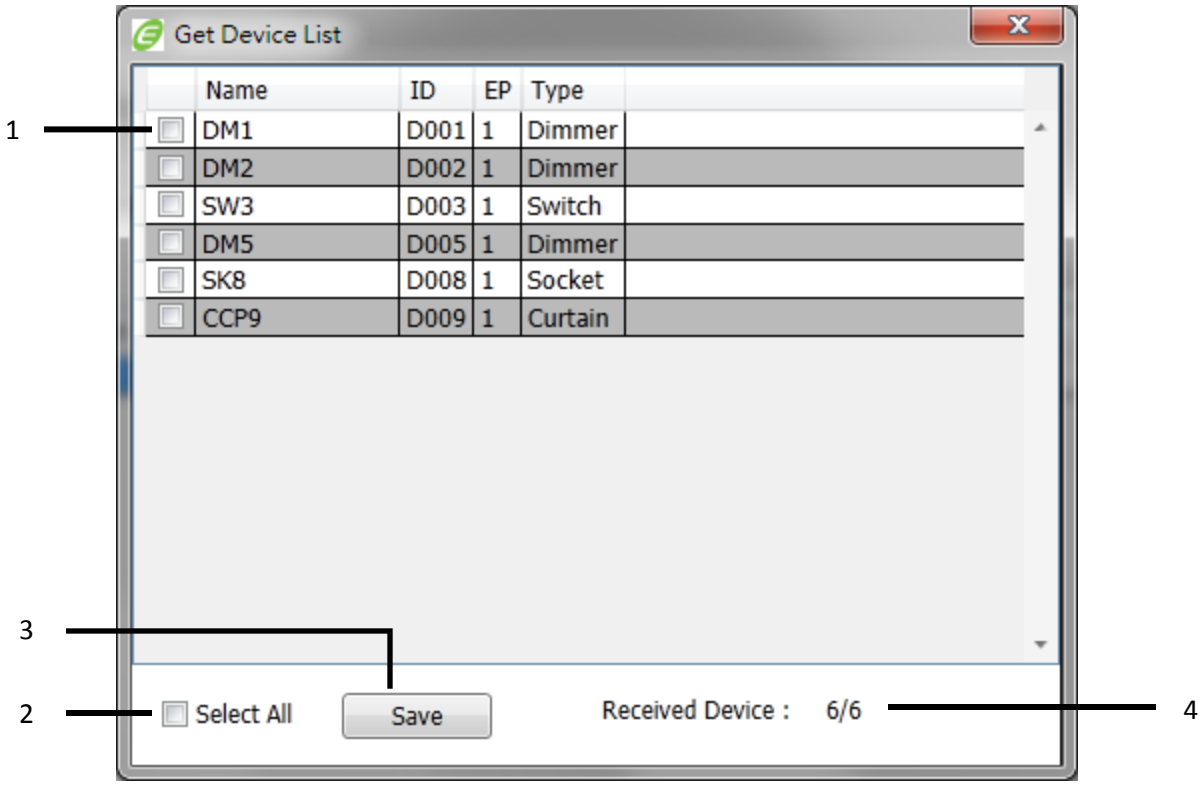

Figure 14 - Get Device List Screen

Table 8 - Get Device List Screen Settings

Key	Description
1	Select a Meter to be saved into the Project's Device List.
2	Select all the Meters to be saved into the Project's Device List.
3	Save the selected Meters into the Project's Device List.
4	The total number of Devices in the Controller and the number of Devices that currently have been received.

5. PERFORMANCE TEST

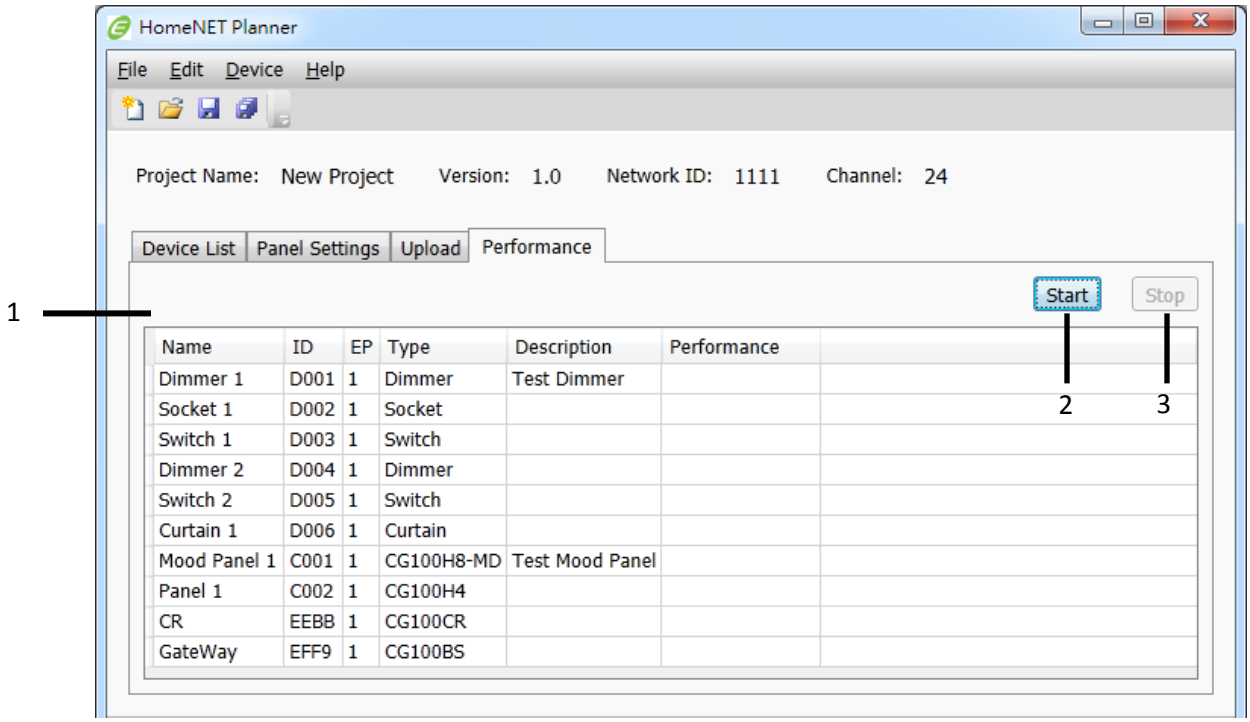
HomeNET Planner
File Edit Device Help
Project Name: New Project Version: 1.0 Network ID: 1111 Channel: 24
Device List Panel Settings Upload Performance
Start
Stop
1
2
3
Name ID EP Type Description Performance
Dimmer 1 D001 1 Dimmer Test Dimmer
Socket 1 D002 1 Socket
Switch 1 D003 1 Switch
Dimmer 2 D004 1 Dimmer
Switch 2 D005 1 Switch
Curtain 1 D006 1 Curtain
Mood Panel 1 C001 1 CG100H8-MD Test Mood Panel
Panel 1 C002 1 CG100H4
CR EEBB 1 CG100CR
GateWay EFF9 1 CG100BS

Figure 15 - Testing Devices Screen

Table 9 - Test Device Screen Settings

Key	Description
1	Table containing all the "Sockets, Switches, Dimmers and Curtains" that were added to the Device List.
2	Click to start the performance test.
3	Click to stop the performance test.

5.1. TESTING CONFIGURED DEVICE

a) Connect a USB Dongle to a USB Port. Ensure that no other USB-To-COM is connected to any other device.
b) Select Devices->Connect from the Menu or press CTRL+SHIFT+C to connect to the USB Dongle.
c) If successful, the Device Connect Status will change from Ready to Connected. If unsuccessful, a message box will be displayed indicating the error.
d) Click On the "Start" button.
e) The result of the performance level will be shown in the "Performance" column.

6. TROUBLESHOOTING

6.1. CANNOT CONNECT TO USB DONGLE

a) If the following error message is shown:

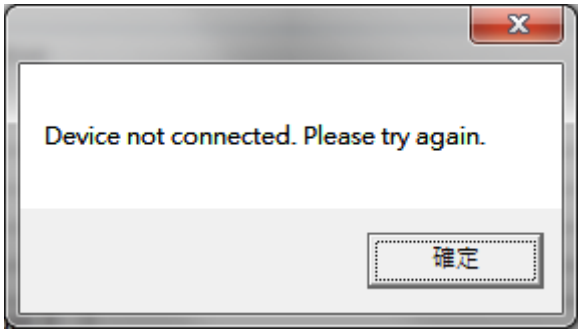

Figure 16 - USB Dongle Not Connected

FIX: Ensure that the USB Dongle is plugged in properly to the USB Port. Try a different USB Port is problem persists.

b) If the following error message is shown:

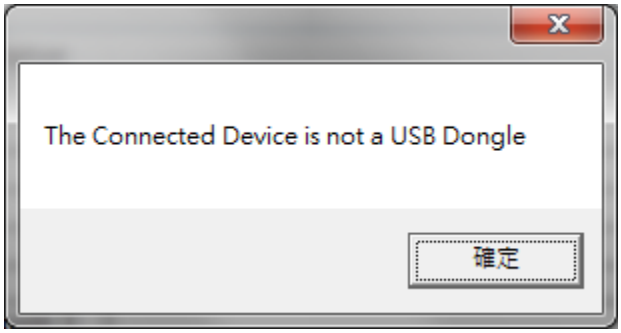

Figure 17 - Not a USB Dongle

FIX: Ensure that the device plugged into the USB Port is a USB Dongle and no other USB-To-COMs are connected to any other USB Port.

6.2. CONFIGURATION FAILING REPEATEDLY

a) If the following error message is shown:

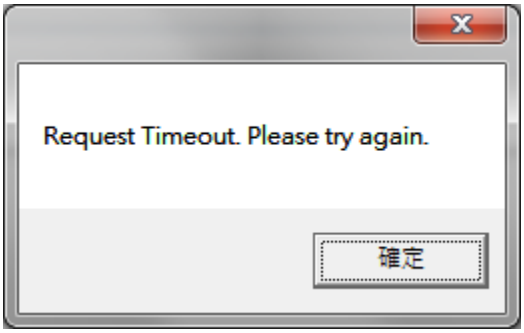

Figure 18 - Request Timeout

FIX: If the Project Settings information has been changed, disconnect and connect the USB Dongle. Also make sure that the Device's that are being configured have been set correctly already.

b) If the progress bar does not stop moving after a significant amount of time, disconnect and connect the USB Dongle and try again.